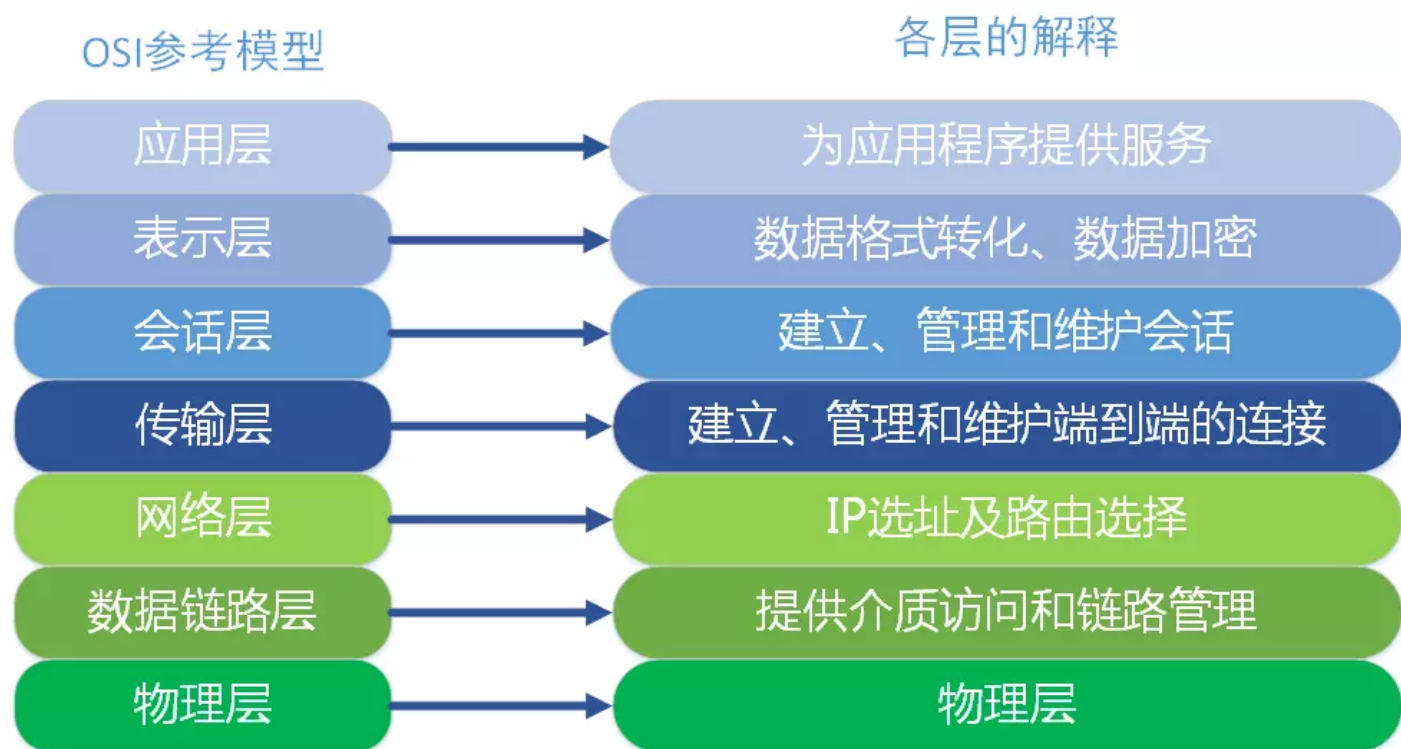


NET



TCP/IP

第7层 应用层

各种应用程序协议，如 HTTP、FTP、SMTP、POP3。



7

第6层 表示层

信息的语法语义以及它们的关联，如加密解密、转换翻译、压缩解压缩。

6

第5层 会话层

不同机器上的用户之间建立及管理会话。

5

第4层 传输层

接受上一层的数据，在必要的时候把数据进行分割，并将这些数据交给网络层，且保证这些数据段有效到达对端。

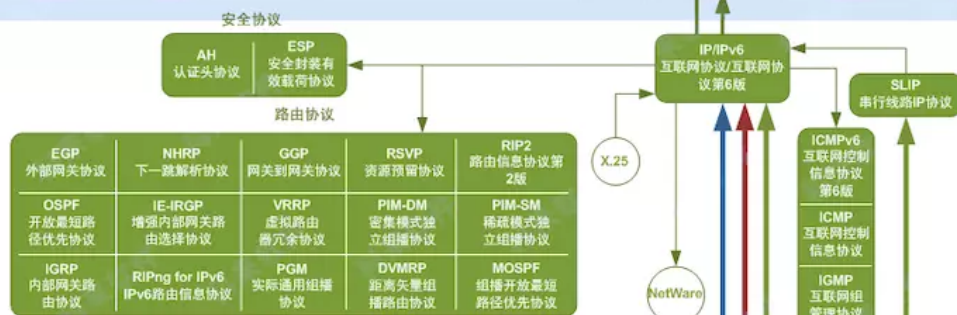
4

TCP 传输控制协议
UDP 用户数据报协议

第3层 网络层

控制子网的运行，如逻辑编址、分组传输、路由选择。

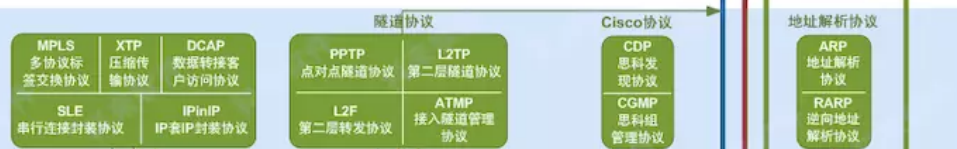
3



第2层 数据链路层

物理寻址，同时将原始比特流转变为逻辑传输线路。

2



第1层 物理层

机械、电子、定时接口通信信道上的原始比特流传输。

1

IEEE 802.2
Ethernet v.2
Internetwork

net dgram http https

Node

net	TCP
dgram	UDP
http	HTTP
https	HTTPS

- TCP 7
- UDP

- IP IP IP
- IP
- IP ICMP
- ARP IP MAC MAC
- IP

0 1

url

url

3

- - SYN - -
- - SYN/ACK - -
- - ACK - -

4

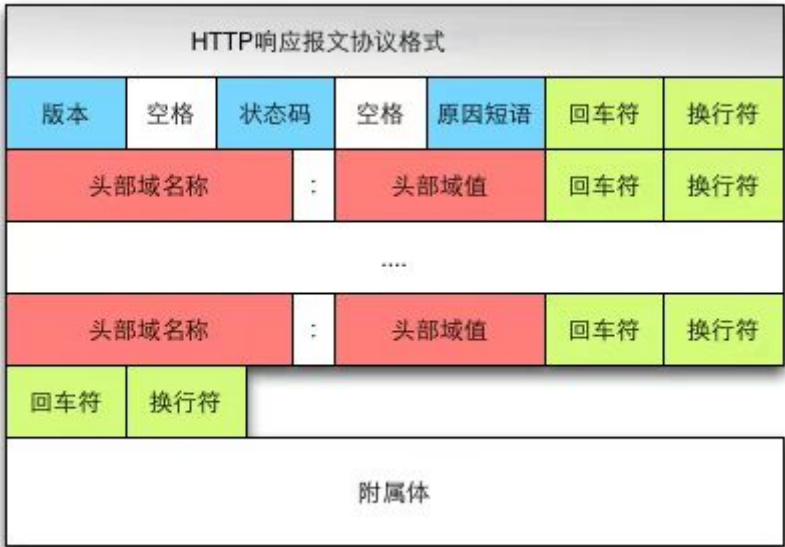
- - FIN
- - FIN ACK 1 SYN FIN
- - FIN
- - ACK 1



1XX	2XX	3XX	4XX	5XX
	200 OK	301	400	500
	204	302 ()	401 HTTP	503 302
	206	303 URL GET	403	
		304 GET	404	

http/https

http | TCP/IP | https | TLS SSL | http/https | TCP | http | http |



```
HTTP/1.0 200 OK    //
```

```
Content-type: text/plain    //
```

```
Content-length: 19        //
```

```
Hi I'm a message!    //
```

Node`http` `net`

API

TCP UDP

Node `net` TCP API

`net`

```
var net = require("net")
```

<code>net.createServer([options][, connectionListener])</code>	TCP	connectionListener	'connection'			
<code>net.connect(options[, connectionListener])</code>	'net.Socket'	socket		'connect'		
<code>net.createConnection(options[, connectionListener])</code>	port	host	TCP	host	'localhost'	
<code>net.connect(port[, host][, connectListener])</code>	port	host	TCP	host	'localhost'	connect
	'connect'	'net.Socket'				

<code>net.createConnection(port[, host][, connectListener])</code>	port host TCP host 'localhost'connectListener 'net.Socket'
<code>net.connect(path[, connectListener])</code>	path unix socket connectListener 'connectListener'
<code>net.createConnection(path[, connectListener])</code>	path unix socket connectListener 'connectListener'
<code>net.isIP(input)</code>	IP IPV4 4 IPV6 6 0
<code>net.isIPv4(input)</code>	IPV4 true false
<code>net.isIPv6(input)</code>	IPV6 true false

- `net.Socket` TCP UNIX Socket
- `net.createServer`
- `net.Socket` || `net.connect`

net.Server

`net.Server` || TCP

<code>server.listen(port[, host][, backlog][, callback])</code>	port host ac host IPv4 (INADDR_ANY)
<code>server.listen(path[, callback])</code>	path socket
<code>server.listen(handle[, callback])</code>	
<code>server.listen(options[, callback])</code>	options port, host, backlog, callback , [host], [backlog], [callback] path UNIX socket
<code>server.close([callback])</code>	'close'
<code>server.address()</code>	
<code>server.unref()</code>	unref
<code>server.ref()</code>	unref unref ref
<code>server.getConnections(callback)</code>	socket 2 err count

```
let server = net.createServer((socket) => {});
server.listen(3000, () => {});
```

net.Socket

`net.Socket` TCP UNIX Socket `net.Socket` (`connect()` , `Node`

- listening server.listen
- connection socket net.Socket
- close

<code> lookup </code>	UNIX sokcet
<code> connect </code>	socket
<code> data </code>	
<code> end </code>	socket FIN
<code> timeout </code>	socket socket
<code> drain </code>	
<code> error </code>	
<code> close </code>	socket had_error socket

```
let server = net.createServer((socket) => {
  socket.on('data', (data) => {});
  socket.on('end', () => {});
  socket.on('error', (err) => {});
  socket.on('close', () => {});
});
server.on('close', (socket) => {});
server.on('error', (e) => {});
```

net.Sockets

`|net.Socket|` `|socket|`

<code> socket.connect(path[, connectListener]) </code>	unix socket net.createConnection socket
<code> socket.setEncoding([encoding]) </code>	
<code> socket.write(data[, encoding][, callback]) </code>	socket UTF8
<code> socket.end([data][, encoding]) </code>	socket FIN
<code> socket.destroy() </code>	I/O
<code> socket.pause() </code>	data
<code> socket.resume() </code>	pause()
<code> socket.setTimeout(timeout[, callback]) </code>	socket timeout socket
<code> socket.setNoDelay([noDelay]) </code>	Nagle TCP noDelay tr

<code>socket.setKeepAlive([enable][, initialDelay])</code>	/	socket	probe	false
<code>socket.address()</code>		3	{ port: 12346, family: 'I	
<code>socket.unref()</code>		unref	unref	unref
<code>socket.ref()</code>	unref	unref	ref	

`new net.Socket([options]) || socket`

```
let server = net.createServer((socket) => {
  socket.setEncoding(' utf8' );
  socket.write();
  socket.end();
});
```

TCP HTTP

net http

`socket.pipe || fs.createWriteStream || message.txt`

`http: //localhost: 3000` hello

```
let net = require(' net' );
let server = net.createServer( {
  //   pauseOnConnect   true,
  pauseOnConnect: true
}, ( socket ) => {
  socket.setEncoding(' utf8' );
  socket.on( ' data' , ( data ) => {
    console.log( data );
  });
  socket.on( ' end' , ( ) => {
    console.log( ' client disconnected' );
  });
  //
  socket.on( ' error' , ( err ) => {
    console.log( "error" );
  });
  socket.on( ' close' , ( ) => {
    console.log( "close socket" );
  });
});
```

```

    });
    socket.end(`
HTTP/1.1 200 OK
Content-Type: text/plain
Content-Length: 5

hello`)
    console.log('request');
  });

  server.listen(3000, () => {
    console.log('opened server on', server.address());
  });
  server.on('connection', (socket) => {
    console.log('connection');
  });

  //server.unref(); // node server
  //
  server.on('close', (socket) => {
    console.log('close server');
  });
  server.on('error', (e) => {
    if (e.code === 'EADDRINUSE') {
      console.log('Address in use, retrying...');
      setTimeout(() => {
        server.close();
        server.listen(PORT, HOST);
      }, 1000);
    }
  });

```

postman || message.txt

```

POST /abc HTTP/1.1
Content-Type: multipart/form-data; boundary=-----879095998142409176007484
abc: 123
bbb: ccc
ddd: eee
token:

```

```
eyJkYXRhIjp7ImlucHV0RWlhaWwiOiJsZWlubiIsImlucHV0UGFzc3dvcmQiOiIxMjMifSwiY3JlYXRLZCI6MTU0NzA0MTE  
cache-control: no-cache  
Postman-Token: 97b4950a-1169-407b-8787-ab238d3954d4  
User-Agent: PostmanRuntime/7.6.0  
Accept: */*  
Host: localhost:3000  
cookie: csrfToken=58RWJaRa3ZuA2uIp7cxn34pC  
accept-encoding: gzip, deflate  
content-length: 157  
Connection: keep-alive  
  
-----879095998142409176007484  
Content-Disposition: form-data; name="x"  
  
x  
  
-----879095998142409176007484--
```

net|http||net|

```
var statusLine = `HTTP/1.1 ${statusCode} ${this.statusMessage}${CRLF}`; // line 252  
  
function Server(options, requestListener) {  
  net.Server.call(this, { allowHalfOpen: true });  
  if (requestListener) {  
    this.on('request', requestListener);  
  }  
} // line 283  
  
net.Server.call(this, { allowHalfOpen: true }); //line 298
```

- [Node](#)
- [tcp http](#)

Revision #2

Created 20 March 2020 16:25:22 by

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